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Sao Jose dos Campos, SP, Brazil | Advanced English

PROFESSIONAL SUMMARY

Software developer with experience in backend systems and full-stack development, with a background in Node.js, TypeScript, Python, and Java. Also brings experience in game development using Unity3D and C#, including gameplay systems, engine architecture, and low-level programming in C++

TECHNICAL SKILLS

Engines: Unity3D (C#), Godot (GDScript / C#)

Languages: C#, C++, Python, JavaScript, TypeScript, Java, Lua

Backend: Node.js, TypeScript, Java Spring Boot, PHP, Ruby on Rails

Databases: MySQL, MongoDB, Firebase, Cassandra

Mobile / Web: React Native, React, HTML, CSS

Tools: Git, GitHub, Arduino, basic DevOps

PROJECTS

DomRock Business Insights -- Academic Project (2024)

- Full-stack system that ingests CSV files, processes and stores data in SQL and let users query it in natural language via LLMs
- Generates automatic executive reports with sales and inventory insights, deployed on AWS for web and mobile

Meteorological Data API -- Academic Project (2023)

- Back-end for a meteorological data collection system developed alongside simple data collection stations.
- Stack: TypeScript, Arduino, C, MySQL and React

Simple Game Engine in C++ -- Personal Project (2023)

- Built a simple game engine from scratch using C++.
- Implemented a rendering pipeline, memory management system, and the start of main game loop logic. Still in the early stage.

CCBridge Turtle Control Platform -- Personal Project (2026 - present)

- Developing a desktop application in C++ using OpenGL and Dear ImGui for monitoring and controlling ComputerCraft turtles.
- Used websockets for communications between software and game
- Designing systems for remote turtle management, telemetry visualization and task automation.
- Building a custom UI framework focused on managing multiple turtles and their in-game state.

Tesseract: Node-based Image Processing Tool -- Personal Project (2026)

- Visual pipeline editor built in C++ with Dear ImGui and ImNodes, inspired by Shader Graph and Pixel Composer.
- Designed a polymorphic node architecture with a typed pin system and runtime link registry for data propagation between nodes.
- Implemented async batch image conversion, runtime-editable presets and full graph serialization/deserialization via JSON.

UOL Cross-Selling Website -- Academic Project (2022)

- Developed in partnership with UOL as an academic project, focused on cross-selling: Recommending similar products when a user views an item to support continuous revenue growth
- Worked using Java and Spring Boot on the backend

TV Vanguarda - Electoral Data Analysis -- Academic Project (2022)

- API and data analysis website developed for TV Vanguarda as an academic project at College, displaying electorate statistics within its coverage area in São Paulo, including marital status, education, age group, income and growth over time
- Used Python, Flask and Javascript

Unity3D and Godot Projects -- Personal and Academic Projects (2017 - Present)

- Multiple games developed in Unity3D and Godot across different genres.
- Created gameplay systems, custom physics, and editor tooling (Unity Editor Scripts and Godot Addons).
- Built automation tools and development utilities in Python.
- Full portfolio available at: <https://nepoun.dev>

WORK EXPERIENCE

Gameplay & Online Developer (Freelance) | UWUGames | Aug/2025 - Mar/2026

- Developed features and updates for Ultimate Jello Party, a party game released on Steam.
- Worked on multiple minigames including online synchronization, board system logic, and quality of life improvements.

Backend Developer Intern | MNV -- Meu Novo Vendedor | Aug/2023 - Mar/2026

- Developed applications using Node.js, TypeScript, PHP, Ruby on Rails, and Python.
- Managed large-scale databases, optimized queries, and ensured data integrity.

- Built automation scripts and web scrapers in Python to reduce manual workload.
- Participated in all stages of the development lifecycle: planning, implementation, and maintenance.

Technical Support Intern | CINNDI | Jul/2021 - Aug/2022

- Managed company data and provided support for the internal system.
- Handled customer technical support and issue resolution.
- Collaborated with the development team to optimize internal processes.

EDUCATION

Associate Degree in Software Development | FATEC Sao Jose dos Campos | Conclusion: jan/2026

CERTIFICATIONS AND COURSES

- Digital Game Development -- Microcamp (2017)
- Game Development -- Etec (2019)
- English -- Callan Method (2019)